



THE ALCHEMIST



**A FULLY DEVELOPED CLASS WITH UNIQUE MECHANICS AND FOUR COMPLETE ARCHETYPES,
FOR USE WITH THE 5TH EDITION OF THE WORLD'S GREATEST ROLEPLAYING GAME**

The Alchemist

Version 1.15

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ALCHEMIST

A drow crouches quietly in a dark room with an array of bottles, pouches, and crossbow bolts spread upon an impromptu table. With great care, they dip the bolts into several substances, then place them into a leather bracer strapped to their forearm. Packing away their equipment and drawing a hand crossbow, they quaff a small vial and fade into invisibility. Slipping into the hallway, they spot the guard and raise the first envenomed missile to deliver silent death.

Axes rise and fall as screams fill the air and travelers are butchered like livestock. In the back of a caravan wagon, a halfling sees a band of orcs killing his friends as he anxiously wrings his hands, seemingly conflicted. Steeling himself, he smears a cold, greasy paste onto his neck and feels a sheath of frost cover his body. Blowing out a sigh, he trips the trigger in his mind and wills his grim, alter ego to take control as his body violently shifts and contorts. Vicious claws and teeth rapidly grow out of his small features. With a sneer, the monstrous figure leaps out of the wagon and sinks its fangs into a passing orc.

A half elf speaks quietly to her friends as she hands them each a vial of ruddy liquid. She bids them all to drink, and each companion seems to swell with vigor and confidence for the battle ahead. As the paladin prepares to kick in the door, the half elf quaffs a mixture of her own, then sets her jaw as her skin transforms into something dark and tough like tree bark.

A human charges headlong across a bloody battlefield, screaming defiance at her enemies. An empty vial tumbles free of her fingers as she moves with supernatural speed across the chaos. She perches atop a small rise and spies four enemy soldiers in the trench below. With deft hands, she mixes and throws a cluster of bombs. She runs off to another part of the battle even before the thunderous reports of the explosions stop echoing through the trench.

Alchemists are scientists who research and study to understand the world around them. They use their training to create alchemical creations like smoke sticks, alchemist's fire, acids, and sundry other useful items. Alchemists also understand that conventional science and magic are not two diametrically opposed forces, but rather two sides of the same coin. By combining them, alchemists are able to create strange and wonderful effects to empower mind and body. Their scope does not end there, however, as alchemists also frequently experiment with potent destructive machinations.

SCHOLARSHIP AND DISCOVERY

Alchemists are part student, part adventurer, and part mad scientist. They seek to understand how the world works by using their prolific intellects to conduct experiments and study the results. While wizards study magic and treat it as an academic pursuit, alchemists are typically more interested in understanding the nature of physical reality rather than magic in the abstract. Whereas a wizard may study magic out of a desire to understand the essence of magic, alchemists tend to focus on the interaction of the many variables that contribute to a situation.

To an alchemist, magic is just one factor in the grand equation of reality, and it is no more or less important than flesh and blood, steel and stone, or even sapient thought. With that in mind, alchemists use all tools at their disposal magic included, to hunt down new discoveries about the forces keeping existence in motion.

HANDS ON EXPERIENCE

Scholars, students, and researchers typically do not evoke the image of an adventurer, but there is only so much to learn in a classroom. Most alchemists have some degree of formal training, perhaps from a school or a personal mentor, but there comes a time when even the most dedicated bookworm realizes that their studies cannot effectively advance without real world experience. The adventuring life provides ample opportunity to uncover unexpected secrets: secrets that would be nigh impossible to stumble upon within the controlled conditions of a laboratory.

CREATING AN ALCHEMIST

When you create an alchemist character, the first piece of the puzzle that makes up your character's identity is determining where they got their start as an alchemist.

Alchemy is an esoteric pursuit, and its practice is not typically common knowledge. Whereas science and magic both have their places in most societies, it is somewhat rare that the two are systematically integrated together.

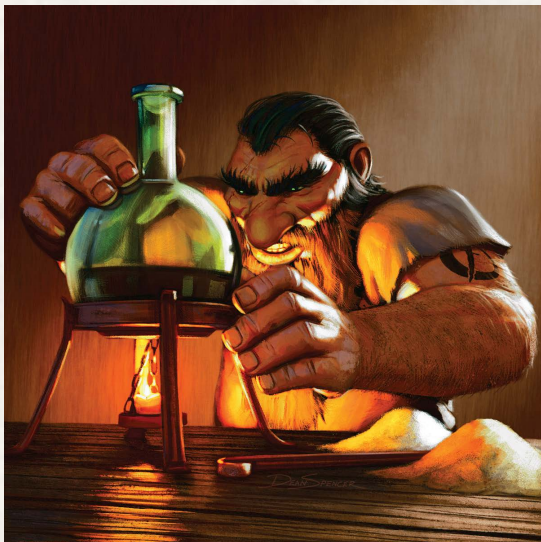
Did your character attend a school of some sort to learn the secrets of alchemy? Or did you perhaps have access to a private tutor provided by your wealthy family? Or maybe you befriended a local hermit near your village who had more than a few tricks up his sleeve.

What was your relationship like with your teacher(s)? Are you still in contact with them? Perhaps you work for them. Perhaps you were cast out by them. How does that relationship affect who you are, what you are doing, and why you are doing it?

What is your character's motivation to study alchemy? What is it that you hope to discover or learn from your career of study and experimentation? Is there a particular goal you're after, or is the pursuit of knowledge alone enough for you? In any case, what is it that drove you out into the world and a life of adventure? What is it you want to learn so badly that you are willing to risk life, limb, or worse just to catch a glimpse of it? Or do you simply welcome the challenge as something to test your skills?

QUICK BUILD

You can make an alchemist quickly by following these suggestions. First, Intelligence should be your highest ability score, followed by Constitution or Dexterity. Second, choose the sage or cloistered scholar background. Third choose the following 1st level formulae for your formula book: *armor of agathys*, *cure wounds*, *disguise self*, *expeditious retreat*, *false life*, and *shield of faith*. Lastly, choose the *scorching bomb* Alchemical Esotery.



THE ALCHEMIST

Level	Proficiency Bonus	Features	Spell Slots	Slot Level	Total Alchemical Esoterics
1st	+2	Professional Alchemy, Alchemical Formulae	1	1	—
2nd	+2	Alchemy Discipline	2	1	—
3rd	+2	—	2	2	2
4th	+2	Ability Score Improvement	2	2	3
5th	+3	Poison Resistance	2	3	3
6th	+3	Alchemy Discipline Feature	2	3	3
7th	+3	Practiced Alchemy	2	4	3
8th	+3	Ability Score Improvement	2	4	3
9th	+4	—	2	5	3
10th	+4	Alchemy Discipline Feature	2	5	3
11th	+4	Advanced Formula (6th Level)	3	5	3
12th	+4	Ability Score Improvement	3	5	3
13th	+5	Advanced Formula (7th Level)	3	5	3
14th	+5	Alchemy Discipline Feature	3	5	3
15th	+5	Advanced Formula (8th Level)	3	5	3
16th	+5	Ability Score Improvement	3	5	3
17th	+6	Advanced Formula (9th Level)	4	5	3
18th	+6	—	4	5	3
19th	+6	Ability Score Improvement	4	5	3
20th	+6	Alchemical Breakthrough	4	5	3

CLASS FEATURES

As an alchemist, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per alchemist level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per alchemist level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, blowguns, thrown improvised weapons

Tools: Alchemist's supplies

Saving Throws: Constitution, Intelligence

Skills: Choose two skills from Animal Handling, Arcana, History, Investigation, Medicine, Nature, Perception, and Sleight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Any simple weapon
- (a) a light crossbow and 20 bolts or (b) a blowgun and 30 darts
- (a) a scholar's pack, or (b) an explorer's pack
- Leather armor, a formula book, a dagger, and alchemist's supplies

PROFESSIONAL ALCHEMY

At 1st level, an alchemist can use alchemist's supplies to craft alchemical items twice as quickly as normal. This includes certain simple poisons (the exact selection is at the DM's discretion). This speed increases to three times faster at 8th level, four times faster at 14th level, and five times faster at 18th level. For example, if it normally takes a non-alchemist 3 days to craft an alchemical item, an 8th level alchemist can craft the same item in 1 day.

ALCHEMICAL FORMULAE

An alchemist is able to combine mundane alchemy and scientific knowledge with their own arcane magical essence to empower substances with powers and effects akin to the spells of a true spellcaster. This ability is similar to spellcasting, but instead of casting spells or praying to a deity to create an effect, the alchemist channels their own power into painstakingly created physical mixtures to work wonders. These formulae usually take the form of potions, unguents, salves, or other substances of unique and peculiar origin (collectively referred to as "formulae" — the alchemist equivalent of a spellcaster's "spells"). The alchemist typically ingests or otherwise puts these formulae into their bodies to generate the desired effects.

An alchemist prepares the physical components of their formulae ahead of time, choosing which they will have available each day. They need both the raw materials (alchemist's supplies) and their formula book (similar to a wizard's spell book) to create the physical

mixture, though these creations are functionally inert until empowered by the alchemist's mystical essence.

Mechanically, an alchemist prepares a number of formulae during a long rest equal to their alchemist level + their spellcasting ability modifier. These formulae must be chosen from the list of formulae the alchemist knows, representing the formulae written in the alchemist's formula book. The formulae recorded and prepared must both be of a level for which the alchemist has spell slots. For multiclass alchemists, see the multiclassing rules at the end of the class description.

The alchemist may change their list of prepared formulae each long rest if they wish. The alchemist need only prepare each formula once per long rest, even if they intend to use it multiple times in the coming day; it is understood that the alchemist makes multiple doses of each type of formula. These mixtures only remain viable until his next long rest, so a new batch must be prepared if the alchemist intends to use one or more of those formulae again after a long rest. The process of preparing these formulae requires 2 minutes per formula level for each formula prepared.

To use a formula, the alchemist must select one of the formulae he prepared during his most recent long rest and empower it by expending a spell slot (unless otherwise noted). Until a formula has been empowered in this way, the physical mixture (typically a small vial of liquid) is functionally inert. Empowering a formula requires the alchemist to expend a spell slot equal to or higher than the formula's level. Empowering a formula and activating its effects (imbibing the empowered mixture, typically) requires an action unless the formula description calls for a bonus action, in which case you may spend either an action or a bonus action to activate the formula. An alchemist regains any used spell slots after completing a short or long rest.

Though the physical mixtures are created ahead of time during a long rest, once they are invested with the alchemist's essence through the expenditure of spell slots, their potency fades quickly. An alchemist's empowered formula is rendered inert after 1 minute or as soon as it leaves their possession (even if they pick it back up before 1 minute expires). Also, only the alchemist who empowered a formula may imbibe it for any benefit, so an alchemist cannot usually feed a formula to another creature to grant them its effects.

Unless otherwise noted, alchemist formulae behave exactly like the spells they emulate. Spells which normally allow the caster to grant the effects of the spell to another creature by touch or at range (for instance, *darkvision*) function as though the imbiber of the formula had cast that spell on themselves only. Also, any formula where the corresponding spell would normally confer its effects to multiple recipients instead affects only the imbiber, even if using a higher level spell slot than the formula's level. For example, an *invisibility*, *fly*, or *water breathing* formula can never benefit anyone except the imbiber, even if it is activated using a level 5 spell slot. *Detect thoughts* still allows the imbiber to detect the thoughts of other creatures, but it would never convey the power to do so to anyone else.

An alchemist may activate more than one formula on each of their turns if they have sufficient action economy to do so. An alchemist may have more than one formula in effect at a time, but if more than one formula calls for concentration, then the alchemist must choose which effect to concentrate on. The alchemist can only concentrate on one formula at a time, and they must

make concentration checks as normal as though it were a spell they cast.

For purposes of *dispel magic* and *counterspell*, a formula counts as a spell. Once empowered, a formula may be targeted by a *dispel magic* spell. And once imbued, its effects may be dispelled in the same way. A *counterspell* spell can only be used against a formula as a reaction at the moment the formula is empowered, not before or after. If successful, the formula is rendered inert, but may be empowered again as normal.

“SPELLCASTING” ABILITY

Intelligence is your relevant ability for your formulae since you learn them through study. Though you do not cast spells conventionally, use your Intelligence whenever a formula refers to your spellcasting ability. Also, use your Intelligence modifier when setting the saving throw DC for a formula you use and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Intelligence modifier

Spell attack modifier = your proficiency bonus + your Intelligence modifier

RITUAL FORMULAE

You can use an alchemist formula as a ritual if that formula has the ritual tag. You don't need to have the formula prepared to activate it, but it must be written in your formula book. You must use your formula book and alchemist's supplies to activate a formula as a ritual. Activating a formula as a ritual takes 10 minutes or the spell's regular casting time: whichever is longer.

A formula activated as a ritual must be consumed within 1 minute of its creation, or it loses its potency and becomes inert. Only the creating alchemist may activate the formula.

COMPONENTS

You may not use a focus item during the preparation of your formulae each day. You may ignore all listed spellcasting components during the preparation of your formulae as long as you have access to alchemist's supplies. Activating a formula does not typically require any components beyond the physical imbining of the formula. The exception to this is material components that are normally consumed as part of a spell. In those cases, those components must also be present when empowering the formula, at which time they are consumed. This is typically accomplished by the alchemist adding those components to the formula and imbining it just as they dissolve into it.

SPELL SLOTS

The Alchemist table shows how many spell slots you have. The table also shows the level of those slots; all your spell slots are the same level. When you activate a formula with a higher level spell slot than the formula's level, the effect of the formula is the same as if you had cast the corresponding spell with a higher level spell slot, such as increased area of effect or duration, though it may not confer its benefits to multiple or other creatures unless otherwise noted.

For example, if you use a 3rd level spell slot to empower an *armor of Agathys* formula, once you imbibe the formula to activate it, it will provide 15 temporary hit points and inflict 15 cold damage when triggered to do so. A *fly* formula activated with a 5th level spell slot,

however, will still only affect you, not additional creatures.

CANTRIP FORMULA

At 1st level, an alchemist knows the *alchemical bomb* cantrip formula, which is described at the end of the class description. This formula is always prepared and does not count toward the maximum number of formulae the alchemist can prepare each day. You do not learn additional cantrips as you gain levels in the alchemist class unless otherwise specified by your Alchemy Discipline.

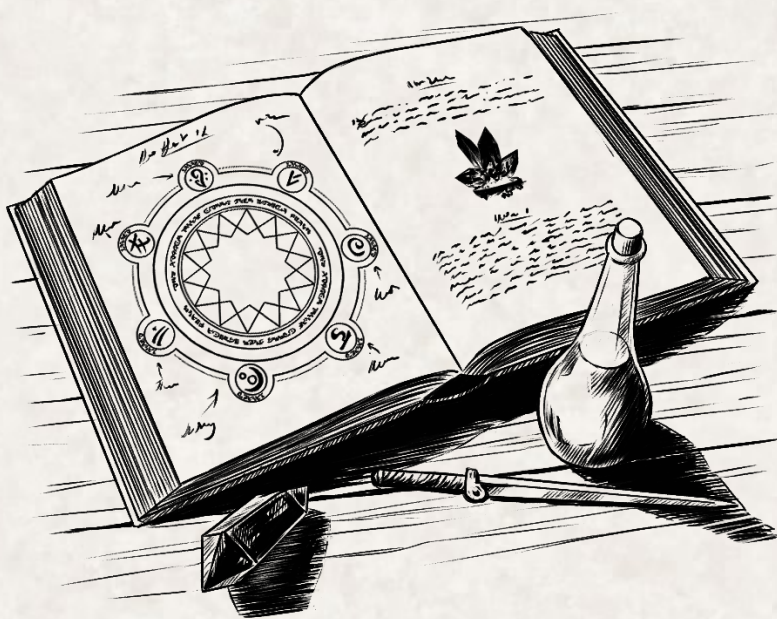
FORMULAE KNOWN - 1ST LEVEL & HIGHER

At 1st level, your formula book contains six 1st level formulae of your choice from the alchemist formula list.

LEARNING FORMULAE OF 1ST LEVEL & HIGHER

Each time you gain an alchemist level, you can add two alchemist formulae of your choice to your formula book for free. Each of these formulae must be of a level no higher than what is shown in the Alchemist table Slot Level column for your level.

Throughout your adventures, you may encounter other formulae that you can add to your formula book as long as they are on the alchemist formula list. You may use spell scrolls, spell books, and the formula books of other alchemists to convert/copy spells into your formula book as alchemist formulae. Do so using the same rules as wizards for copying spells into their spellbooks, as well as the multiclassing rules below. Spellcasters who learn spells by scribing them, like wizards, may also copy spells out of your formula book, but it takes them twice as long as normal; it is difficult for non-alchemists to decipher the information annotated in your formula book.



ALCHEMICAL ESOTERIES

Through your study of alchemy and experimentation, you have discovered alchemical secrets which you can use to alter your own abilities and those of your creations. At 1st level, you gain one alchemical esotery of your choice. Your options are detailed at the end of the class description. When you reach certain alchemist levels, you gain additional esoterics of your choice. Refer to the Alchemist table for this progression.

POISON RESISTANCE

With repeated exposure to dangerous toxic substances and constant experimentation with yourself as the test subject, you eventually develop a resistance to poisons. At 5th level, you gain resistance to poison damage and advantage to saves against poison effects.

PRACTICED ALCHEMY

Starting at 7th level, you may double your proficiency bonus when using alchemist's supplies.

ADVANCED FORMULAE

At 11th level, you discover how to capture the arcane essence of high magic through a painstakingly crafted formula. Choose one 6th level formula from the alchemist formula list and add it to your formula book. Going forward, you may also add additional level 6 formulae to your formula book if you encounter them during your adventures. You scribe such formulae the same way you normally add found formulae to your book.

At the end of a long rest, you may mix one 6th level formula from your formula book and instill it with enough power for it to retain its potency until your next long rest. This does not use a spell slot. You must finish a long rest before you can do so again.

At higher levels, you gain more formulae of your choice which can be prepared in this way. You gain access to the above feature for 7th level formulae at level 13, 8th level formulae at level 15, and 9th level formulae at level 17.

Once you imbibe the formula, it immediately takes effect. No other creatures (not even another alchemist) can imbibe this formula and have it take effect, as the mixture is keyed to your particular arcane signature. You may not use more than once advanced formula per turn.

For example, a 17th level alchemist will have taught themselves four advanced formulae (one level 6, one level 7, one level 8, and one level 9), and they may scribe new formulae from levels 6 through 9 into their formula book as they encounter them. They may mix and empower one formulae from each level 6 through 9 at the end of a long rest. Each one remains empowered until their next long rest. They may use each of these prepared formulae once, regaining the ability to do so upon completing a long rest.

ADVANCED FORMULAE

At 20th level, you make an Alchemical Breakthrough, which represents a truly astounding alchemical discovery: very likely the capstone of your entire career. For many alchemists, the prospect of achieving one of these breakthroughs is the primary goal of their years of experiments and hard work. Alchemical breakthrough options are listed as at the end of the class description.

ALCHEMY DISCIPLINES

The study of alchemy has been around in since creatures first began experimenting with combining science and magic. In some settings it is an ancient practice with well-established approaches and philosophies. In others it is a relatively young field of formal study with its practitioners following a multitude of different approaches as they scramble to probe the unknown.

What follows here are several examples of the different disciplines of alchemical study, each with their own advantages and unique approaches to alchemy. At 2nd level you choose one alchemical discipline to guide your studies.

POISONER

While all alchemists are well-versed in the preparation and handling of poisonous concoctions, those who adhere to the poisoner path of alchemy dedicate the bulk of their studies to the development, improvement, and efficient use of alchemical toxins. While many poisoners are evil — or at least neutral — there are certainly some good ones. It is up to the individual how they choose to use their knowledge.

Do they study poisons simply to understand them academically? Or perhaps through understanding, they wish to protect others from their many dangers? Do they actively exploit deadly compounds to do harm? If so, only against the wicked? Or against innocents, as well? Players are encouraged to put thought into how their particular poisoner plies their dangerous craft.

READILY AT HAND

Beginning when you select this discipline at 2nd level, you learn the *poison spray* cantrip formula. The exact means of delivering the toxic spray is up to the player and DM, but it is intended to be a simple, powerful alchemical agent which the poisoner keeps readily available. Many doses of this can easily be prepared while preparing spells during a long rest, but this does not count toward the numbers of spells known by the alchemist. The poison is not activated until the alchemist spends an action to empower and deploy a dose of the mixture. It does not require a spell slot to use.

PRACTICED POISON

Starting at 2nd level, you also gain proficiency with poisoner's kits. At 14th level, your proficiency bonus is doubled for any checks you make using a poisoner's kit. Beyond its conventional uses, you can also use a poisoner's kit to create normal anti-toxins, as well as antidotes for any of the poisons you know how to make (DM's discretion).

An antidote, once administered to the victim, instantly ends the ongoing effects of whatever poison it is designed to counter. It does not heal damage that has already been inflicted. Dose for dose, antidotes are valued the same as the poisons they correspond to and take just as long to craft.



MODIFIED VENOMS

Beginning when you reach 6th level, you may spend 10 minutes with 2 doses of identical poison and alchemist's supplies to convert the poison's delivery method (contact, ingested, inhaled, or injury) into another type. Upon completion of the conversion, you are left with only 1 dose of the converted poison (the other dose is consumed during the process).

Additionally, you may spend 10 minutes with 2 doses of identical poison and alchemist's supplies to concentrate the potency of the poison. Upon completion of the process, you are left with only a single dose of the poison, but you may add your alchemist level divided by 3 (rounded down) to the DC of the saving throw to resist that poison. You may not further concentrate a dose of poison that has already been concentrated by this feature.

TOXIC EXPLOSIVES

Beginning when you reach 10th level, you learn to impart the essence of your venomous creations into your bombs. When using the *alchemical bomb* cantrip formula, you may choose to add 1d10 poison damage to the bomb's damage roll. You may not use this feature more than once per turn.

Additionally, certain alchemical esoterics may allow you to replace this extra poison damage with a different effect. See the description of the applicable esoterics for details.

ACQUIRED IMMUNITY

Beginning when you reach 14th level, you become immune to all poisons and poison effects. Your career of exposure to a myriad of venoms and toxins has allowed you to build up an immunity to these substances.

MUTANT

Through study and experimentation, you have discovered secrets of alchemy that can alter the functions of your mind and body. Though all alchemists are able to impart themselves with supernatural abilities through the use of standard alchemical formulae, the mutant discipline of alchemy also uses a disturbing alternate means to achieve this end.

Mutant alchemists learn to create dangerous mutagens which allow them to temporarily transform into something — or someone — else. These mutagens are so powerful and strange that they actually awaken dormant abilities and personalities within the alchemist, typically resulting in a full-fledged alter ego emerging alongside the physical transformations. Mutants learn to use their craft to unleash what truly lurks within, keeping it just beneath the surface, relying on the unique perspectives granted by these transformations to propel their alchemical studies.

MUTATION

Mutant alchemists are constantly experimenting with strange alchemical compounds called mutagens, almost exclusively using themselves as the test subjects. Once you select this discipline at 2nd level, you may prepare (using alchemist's supplies during a long rest) and imbibe a mutagen. The mutagen only remains viable for a few minutes after its creation, so they cannot be stockpiled. If you are able to imbibe your mutagen, you have access to the Mutation feature until your next long rest. If for some reason you are not able to imbibe your

mutagen during a long rest, you may not use this feature until you are able to imbibe your mutagen.

While the mutation feature is available, a mutant alchemist may spend an action to trigger the power of the mutagen within them. This causes them to rapidly (and violently) transform physically and mentally in various ways. By the end of the action, the mutant's mind and body has undergone significant changes.

Once you trigger the transformation, you must select which characteristics the mutagen causes you to manifest. These effects last until the mutation ends.

- At 2nd level, you may add +4 to one ability score. That ability's maximum is also increased by the same amount. This bonus increases to +5 at 5th level, +6 at 9th level, +7 at 13th level, and +8 at 17th level.

- Also at 2nd level, you may select one mutation effect from the list of possible mutation effects you know. At 2nd level, you know two possible mutation effects. You gain one additional known possible mutation effect at levels 6, 10, and 14. The full list of possible mutation effects is listed at the end of this feature's description.

At 6th level, your mutation may increase one ability score, and you may select two mutation effects to activate. At 10th level, your mutation may increase one ability score, and you may select three mutation effects to activate. At 14th level, your mutation may increase one ability score, and you may select four mutation effects to activate. A list of possible mutation effects you can choose from appears at the end of this discipline's description.

You can use this feature twice. You regain all expended uses when you finish a short or long rest (assuming you imbibed the mutagen during the latest long rest). Once activated, the mutation and all its effects last for 10 minutes per alchemist level. You then revert back to your normal form (and personality) unless you expend another use of this feature. If you wish to end the mutation's duration early, you may spend an action to attempt a Constitution check (DC = $10 + \frac{1}{2}$ your alchemist level rounded down); the longer you have been using the mutagen, the harder it is to force it to end. If the check is successful, the mutation and its effects end immediately.

A *dispel magic* spell will not end the mutation, but an anti-magic field will suppress the mutation while the mutant remains within the area of effect. The mutation does not end if you are unconscious (unless the duration expires), though it does end immediately if you die.

SECOND SKIN

Beginning at 10th level, you no longer need to imbibe a mutagen each long rest to maintain access to your mutation feature. Your long term, continued exposure to the dangerous concoction has permanently altered your physiology so that you no longer need a regular influx of mutagen to call upon your mutations.



ALTER EGO

The most shocking side effect of the mutation's transformation is the emergence of the alchemist's alter ego. By unlocking elements and potentials which were once buried deep within the mutant, tapping into the power of the mutagen causes a different personality (complete with its own identity, morality, and beliefs) to come to the forefront and take control of the mutant.

Typically, this alter ego is aware of its condition, and is likewise aware of the original alchemist's persona, as well as the fact that they both share the same body. Though they both occupy the same body, the mutation causes many changes, so the alter ego usually has its own voice and physical appearance. It may potentially be a different sex or gender than the original alchemist. Note that the mutation cannot change your size category, though some degree of variations in height, weight, and proportions are almost a certainty.

Though the alter ego usually identifies itself with a different name than the alchemist, it is aware that it is essentially comprised of once-buried emotions, thoughts, and desires which the alchemist does not typically think about or act on. Still, those dissenting thoughts and feelings are there in everyone, and in the case of the mutant while under the effects of the mutation, those contrarian concepts manifest themselves as the alter ego who governs the mutant's body for the duration of the mutation.

This alter ego does not necessarily have a completely opposed alignment to the original alchemist, but it must be different on both the law/chaos and the good/evil axes. For example, a lawful good mutant's alter ego may not have a lawful alignment, nor may it have a good alignment, so it would have to be neutral, chaotic neutral, neutral evil, or chaotic evil. Though this alignment is what the alter ego begins its existence with, as with all characters, its alignment may change with time and experience. The alter ego should undergo character development of its own.

The alter ego and the original alchemist share the same set of memories, experiences, and skills (including class features). It is also important to note that the alter ego usually shares the same goals as the alchemist and usually works to protect the alchemist and their best interests. The methods by which they achieve those ends, however, may be somewhat different, as the alter ego's priorities, morality, and ethics may be substantially different. Likewise, the alter ego does not normally seek to overthrow the original alchemist's persona as the dominant personality, though some particularly ambitious ones may if they feel that the original alchemist isn't "getting the job done." Generally, the relationship between alchemist and alter ego is more or less a harmonious one occasionally fraught with disagreements and friction; each one has to deal with the aftermath of the decisions and actions of the other.

The alter ego and the original alchemist's persona are both aware of what happens while the other is in control, though small details can sometimes be a little fuzzy, as though remembering a very vivid, memorable dream. Players are encouraged to work with the DM and role play this aspect of the character as they see fit.

POSSIBLE MUTATION EFFECTS

Unless otherwise noted, you may not select the same mutation effect more than once when activating a mutation, nor may you learn a possible mutation effect more than once.

Altered Physiology — Your internal organs, blood vessels, and nerves rearrange within your body during the mutation, so you are less likely to take damage from attacks which exploit those weaknesses. Whenever you are struck by a critical hit or a sneak attack, roll 1d6 before the damage is rolled. If the result is 2–6, the damage is rolled without applying the critical and/or sneak attack modifier. If the result is 1, damage is rolled as normal. For example, if a 3rd level rogue with a 14 Dexterity hits you with a sneak attack using a dagger, the rogue would normally roll 1d4 (dagger) + 2d6 (sneak attack) + 2 (Dexterity modifier) for damage. Per this feature, before the damage roll is made, you roll 1d6, and if you roll a 2–6, the rogue's damage to you is only 1d4 (dagger) + 2 (Dexterity modifier).

Bloodlust — Prerequisite: 6th level — You gain an additional action each turn, but that action can only be used to take the Attack (one weapon attack only) action.

Celerity — Your speed increases by 10 feet. At 14th level, your speed increases by an additional 5 feet.

Clarity — Prerequisite: 6th level — You gain advantage on Wisdom checks and disadvantage on Dexterity checks.

Combat Reflexes — You gain a bonus to your initiative equal to your proficiency bonus. Also, you suffer no penalties for being surprised.

Coordination — Prerequisite: 6th level — You gain advantage on Dexterity checks and disadvantage to Wisdom checks.

Destructive Exhalation — Prerequisite: 14th level — You gain a breath weapon similar to that of dragons. You may spend an action to expel a damaging discharge from your mouth no more than once per turn. First, you must choose whether this feature affects either a line (5 feet wide by 30 feet long) or a 15 foot cone. Then you must select a damage type (fire, lightning, thunder, cold, or acid). You have access to all available damage types and shapes by knowing this mutation effect, but you must choose a specific shape and damage type for the breath weapon each time you transform into your mutation form with this effect selected.

Any creatures in the area of effect of your breath weapon must make a Dexterity save against DC = 8 + your Constitution modifier + your proficiency bonus. On a failed save, a creature takes 6d10 damage, or half as much on a successful one. You may only use this mutation effect once per mutation.

Expanded Reach — Prerequisite: 10th level — Your limbs become longer and more flexible as your musculature and bones rearrange to accommodate their new form, which allows you greater reach and the ability to lunge at your foes. Your reach increases by 5 feet and your maximum range with thrown weapons and the *alchemical bomb* cantrip formula increases by 15 feet.

Fortitude — Prerequisite: 6th level — You gain advantage on Constitution checks and disadvantage to Charisma checks.

Keen Senses — You gain darkvision up to 60 feet. If you already have darkvision before activating this mutation, this increases its range by another 60 feet. You also gain advantage to any Wisdom (Perception) checks and are considered proficient in those checks if you are not proficient in them already. At 14th level, you gain blindsight up to 10 feet.

Musclebound — Prerequisite: 6th level — You gain advantage on Strength checks and disadvantage to Intelligence checks.

Mutable Physique — You are unnaturally flexible and maneuverable. If an effect causes you to make a saving throw or ability check to avoid or escape the grappled or restrained condition, you have advantage on that roll. Also, as an action, you may easily contort your body and dislocate your joints to change your size to one category smaller than normal. While in this state, your movement is halved and you have disadvantage to all attack rolls, Strength and Dexterity checks, and Strength and Dexterity saving throws. It requires one action to return to your normal size category.

Presence — Prerequisite: 6th level — You gain advantage on Charisma checks and disadvantage on Constitution checks.

Protean Resistance — Prerequisite: 6th level — You gain resistance to any one type of damage. You must select which type upon activating your mutation. You may choose this mutation effect more than once when activating the mutation to gain more than one type of damage resistance. You need only have this mutation effect on your known possible mutation effect list once to have access to all of the potential damage resistance choices.

Reconstructive Transformation — As you shift into or out of your mutated form, you may immediately regain hit points equal to 1d4 + your alchemist level. At 6th level, this amount increases to 1d6 + your alchemist level. At 10th level, this amount increases to 1d8 + your alchemist level. At 14th level, this amount increases to 1d12 + your alchemist level.

Regeneration — Prerequisite: 10th level — You regain hit points at the start of each of your turns equal to your Constitution modifier (minimum 1) as long as you are above 0 hit points. If you are at 0 hit points, you automatically stabilize at the start of your turn, but you do not regain hit points through this feature until you regain consciousness. Your severed body parts, if any, are regrown after 5 minutes. If you have the severed part and hold it to the stump for 2 minutes, the severed part reattaches.

Resiliency — You gain temporary hit points equal to double your alchemist level when you enter your mutation form. You lose these temporary hit points when you leave your mutation form.

Savant — Prerequisite: 6th level — You gain advantage on Intelligence checks and disadvantage to Strength checks.

Secondary Enhancement — Prerequisite: 6th level — When entering your mutation form, you may increase a second (different) ability score and its maximum in addition to the score your mutation already increases. At 6th level, the bonus is +2. This bonus increases to +3 at 9th level, +4 at 13th level, and +5 at 17th level.

Stalker — Prerequisite: 10th level — Your skin can bend light around it, effectively masking your presence from would-be observers. If you are standing still, you may spend an action to turn invisible. This invisibility lasts until you move out of your current space (voluntarily or otherwise) or take an action/bonus action/reaction. At 17th level, movement does not break your invisibility.

Thick Skin — Your skin toughens and may develop plates or scales. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier. At 10th level, this increases to 14 + your Dexterity modifier. At 18th level, this increases to 15 + your Dexterity modifier.

Tooth and Claw — You grow sharp teeth and/or fangs, as well as razor sharp claws or talons. Your unarmed attacks may now deal 1d4 slashing damage + your Strength modifier, and whenever you take the attack action, you may also make a bite attack as a bonus action, which deals 1d4 piercing damage plus your Strength modifier. Starting at 6th level, both of these attacks count as magic weapons for the purpose of overcoming damage resistance and immunity to non-magical damage, and the damage increases to 1d6 for each. At 10th level, the damage increases to 1d8 for each. At 14th level the damage increases to 1d10 for each.

Vampirism — Prerequisite: 6th level — When you succeed on a bite attack on a living creature and inflict at least 1 point of damage or otherwise ingest its blood directly from its wounds, you may regain hit points equal to the target's constitution modifier (minimum 1). You may do this a number of times equal to your proficiency bonus and may not do so again until you finish a short or long rest.

Venomous Skin — Prerequisite: 10th level — By spending a bonus action, you may cause the skin of your mutant form to secrete an organic film that is poisonous to creatures who touch it. This film clings to your skin invisibly and cannot be removed, harvested, or otherwise manipulated. The poison remains potent for 1 minute, after which it dries up and flakes away like specs of dust, totally inert.

For the duration, if any creature touches it with bare flesh, the creature must make a Constitution saving throw against DC = 8 + your proficiency bonus + your Constitution modifier. If the creature has bitten, swallowed, or engulfed you, it has disadvantage on the saving throw. On a failed save, the creature becomes poisoned for 1 minute. It may repeat the saving throw at the end of each of its turns, ending the effect early on a success. You may activate this mutation effect once per mutation.

Wings — Prerequisite: 14th level — Your mutated body grows large wings, which grant you a flying speed equal to your speed.

APOTHECARY

Some alchemists choose the apothecary discipline and dedicate their studies to the science and art of healing. While all alchemists are driven to uncover the mysteries of alchemy, apothecaries focus their work toward the art of preserving and restoring the living. Indeed, they see this pursuit — the study of life and how it might thrive — as the best means of achieving discovery and revelation. Apothecaries are often good, compelled to use their knowledge to help others, but neutral and evil apothecaries may ply their trade for their own selfish or nefarious reasons. Regardless of their motivations, all apothecaries are gifted healers, so much so that they eventually learn mysterious methods by which they can cheat death. Whereas a cleric's divine intercession is typically where most adventuring parties look for healing, the apothecary uses science and force of will to accomplish the same end.

STUDIED PHYSICIAN

Beginning at 2nd level when you select this alchemy discipline, you gain proficiency in Medicine and healer's kits. Additionally, you may use alchemist's supplies to make healing potions and anti-toxins. At 14th level, you may double your proficiency bonus when using a healer's kit.

REMEDIES

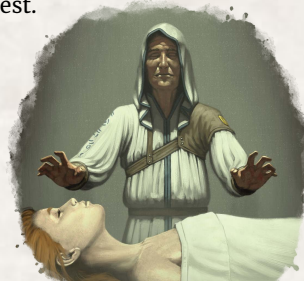
Normal alchemical formulae, once empowered, become inert as soon as they leave the alchemist's possession, but apothecaries have learned a way to circumvent this limitation in certain situations. At 2nd level, you gain the ability to temporarily impart your power into certain healing concoctions, known as remedies, in such a way that other creatures, even non-alchemists, may carry and use them to gain their beneficial effects.

To create a remedy, an alchemist chooses any formula they know which restores hit points, increases maximum hit points, provides temporary hit points, or removes negative conditions from a creature. The apothecary then spends a bonus action and expends a spell slot (and any material components with a gp value) to empower the formula, but the empowerment lingers longer than usual in this special formula. Once empowered by the apothecary, the remedy remains potent until the alchemist takes a short or long rest.

The remedy may be carried and used by the apothecary just like a normal formula if he desires, but it may also be given to another creature who may imbibe it. The remedy confers its usual formula effects to the imbibing creature even if that creature is not an alchemist.

Any mention of spellcasting ability in the description of the selected formula refers to the spellcasting ability of the apothecary who created the remedy. Remedies do not require concentration even if the spell indicates otherwise.

When you create a remedy, you may use an action or a bonus action to immediately recover the spell slot you used to empower it. You may not do so again until you complete a short or long rest. When you reach 11th level, you may use this ability twice, but then you may not do so again until you finish a short or long rest.



FORTIFIED MEDICINES

Starting at 6th level, whenever you or another creature activates one of your formulae or remedies which restores hit points, that creature regains an additional amount of hit points equal to 2 + the level of spell slot used to activate the formula.

Additionally, whenever you or another creature activates one of your formulae or remedies which grants temporary hit points, that creature gains an additional amount of temporary hit points equal to 2 + the level of spell slot used to activate the formula.

SUBVERT DEATH

Starting at 10th level, you learn how to use alchemy to subvert death itself. You gain the spare the dying cantrip formula as a remedy (a creature would have to apply this to the dying target). This remedy only requires a bonus action and no spell slot expenditure to create (it still requires an action to apply it to a dying creature), but you may only have one dose empowered and ready for use at a time. If you empower another dose, the previous one immediately becomes inert.

You may also add the following formulae to your formula book: *gentle repose*, *revivify*, and *raise dead*. These are considered alchemist formulae for you, though they do not count against the number of formulae you know. These are also considered remedies, in that they target other (dead) creatures, and they remain potent once empowered up to your next short rest, but only you (not another creature) may apply the remedy to the intended target/corpse for it to take effect. Also, for these specific formulae, once they are activated, the casting time of the regular spell still applies, as you must spend the requisite time with the body to prepare it alchemically before the formula will take effect.

POTENT RESULTS

Beginning at 14th level, when rolling to determine the number of hit points restored by, or temporary hit points gained from, one of your formulae or remedies, the recipient may reroll any dice which result in a 1 or 2. They must take the result of the reroll, even if the new result is a 1 or 2.

BOMBER

While some alchemy disciplines rely on subtlety and patience to achieve discovery, the bomber discipline assigns virtue to the quick and violent truths revealed through explosive destruction. A bomber's focus is on learning new and innovative ways to craft explosives, most commonly in the form of alchemical bombs. Experts in the creation, handling, modification, and improvement of these dangerous mixtures, bombers further their research with every detonation. Every explosion is data for the bomber to study. Every ruin is a trove of evidence demonstrating that science and magic can combine to literally shape the world in the most direct means possible.

DELIBERATE DESTRUCTION

Beginning at 2nd level, you are able to use force of will, subtle engineering, and deft handling to cause the blasts of your alchemical bombs to leave certain areas unscathed. When you use the *alchemical bomb* cantrip formula, you may select a number of 5 foot spaces up to your Intelligence modifier within the bomb's area of effect (not including the point of impact). The effects of

the bomb's area of effect ignore the selected spaces and any creatures within them. This feature also applies to all of the Shaped Charge feature's area of effect options.

BOMBARDMENT

Starting at 6th level, whenever you use the *alchemical bomb* cantrip formula, you may also spend a bonus action during that turn to prepare and throw another *alchemical bomb*. Both bombs do not have to be thrown at the same target. When you use this feature, you may not modify either bomb with the Deliberate Destruction or Shaped Charge features; you are too focused on rapid deployment to take the time to make the subtle modifications for those features. You can use this feature a number of times equal to your Intelligence modifier (minimum 1). You regain all expended uses when you finish a long rest.

SHAPED CHARGE

Starting at 10th level, you can manipulate your bombs to change the shape of their explosions and turn them into handheld weapons. When you use the *alchemical bomb* cantrip formula, rather than throwing the bomb, you may choose to detonate it in a 15 foot cone originating from your location. All creatures within the area of effect are treated as though they are within the bomb's normal area of effect (and should make the appropriate saving throws where applicable), but none of them suffer the effects of a direct hit.

Alternatively, when you use the *alchemical bomb* cantrip formula, rather than throwing the bomb, you may choose to detonate it in a 40 foot line originating from your location. All creatures within the area of effect are treated as though they are within the bomb's normal area of effect (and should make the appropriate saving throws where applicable), but none of them suffer the effects of a direct hit.

OVERWHELMING BLAST

Beginning at 14th level, you discover how to instill a massive charge of power into some of your bombs. When one of your *alchemical bombs* detonates and deals damage, you may deal maximum damage with that bomb rather than rolling to determine the damage. Also, any creatures in the area of effect other than the direct target have disadvantage to the relevant saving throw.

Additionally, the bomb's area of effect increases by an additional 5 foot radius. If using the Shaped Charge feature to modify this bomb's area of effect, you may increase the cone size by 10 feet, or you may increase the line length by 40 feet. You may not use this feature again until you finish a long rest.



ALCHEMICAL ESOTERIES

Unless noted otherwise, you may not select an alchemical esotery more than once.

BEDLAM CHARGE

Prerequisite: 7th level

When you spend an action to use your alchemical bomb cantrip formula, you may choose a space within range as the target, then expend a spell slot of 4th level or higher to have the bomb deal no damage. Instead, a confusion spell takes effect centered on the point of impact. You must maintain concentration on this effect for the spell's duration or it ends.

When expending your spell slot, you may increase the area of effect as indicated in the spell description. You may not use this esotery with any esotery or feature which changes the area of effect, damage type, or amount of damage dealt by your *alchemical bomb* cantrip formula. You may only use this esotery once, but you may do so again after you complete a long rest.

CORROSIVE BOMB

You learn to infuse your bombs with an alchemical acid. When you use your *alchemical bomb* cantrip formula, the bomb inflicts damage normally, but you may choose to change its damage type to acid. If you do, and if the direct target fails its Dexterity saving throw, that creature suffers 2d4 acid damage at the beginning of its next turn as the acid continues to eat at them. You may not use this esotery with any other esotery or feature which changes the damage type of your *alchemical bomb* cantrip formula.

CROWD DISPERSAL AGENT

Prerequisite: 5th level

When you spend an action to use your *alchemical bomb* cantrip formula, you may choose a space within range as the target, then expend a spell slot of 3rd level or higher to have the bomb deal no damage. Instead, a *stinking cloud* spell takes effect centered on the point of impact and extends 10 feet in all directions. You do not need to maintain concentration on this effect, but the duration is only 30 seconds. You may not use this esotery with any esotery or feature which changes the area of effect, damage type, or amount of damage dealt by your *alchemical bomb* cantrip formula.

DESPERATE ALCHEMY

Prerequisite: 2nd level

In the heat of the moment, you can push yourself to prepare and use certain formulae more quickly than normal. When you intend to activate a formula with a casting time of 1 action, you may instead do so as a bonus action. You can use this feature a number of times equal to your proficiency bonus. You may not do so again until you finish a long rest.

DISRUPTION FLUID

You've discovered that holy water and conventional weapons aren't the only way to destroy the undead. The unique nature of undead creatures and their relationship with negative energy allows you to exploit weaknesses in their corporeal forms with your alchemical creations. As an action, you may empower a flask of simple salt water with a spell slot of 1st level or higher to make one dose of Disruption Fluid per level of the spell slot used. You may

set it aside or give it to other creatures without it losing potency. Once created, this concoction remains potent until your next short or long rest, after which it becomes unusable.

When a full dose of Disruption Fluid comes into contact with an undead creature (if a flask is thrown at and strikes the creature, spilling its contents onto it, for instance), the fluid acts like holy water, but deals acid damage instead of radiant damage. This damage ignores any resistance (but not immunity) the creature has.

You may also apply one dose of Disruption Fluid to a melee weapon or 3 pieces of ammunition you are holding, just as you would when applying poison. When a coated weapon strikes an undead creature, there is no additional damage dealt by this mixture, but the weapon's damage for that attack ignores any resistance (but not immunity) that creature may have to the weapon's damage type.

ECLECTIC STUDY

Prerequisite: 13 Intelligence

With the aid of alchemical mixtures to increase your focus and attention, you have devoted a great deal of time to widening your skill set in an effort to make yourself more versatile and more able to find the secrets of alchemy. You gain proficiency in two Intelligence or Wisdom based skills of your choice. You may select types of tools rather than skills for either or both choices if you wish.

EFFICIENT WOUNDING

Prerequisite: Apothecary Alchemy Discipline, 9th level

You are so familiar with the biology and anatomy of living creatures that you are able to strike precisely with weapons to more efficiently inflict wounds. Once per turn, when you hit a living creature with a weapon attack, you may add your Intelligence modifier to the damage.

ELIXIR OF FOCUS

Prerequisite: 5th level

You learn to make an alchemical elixir which physically and mentally improves your accuracy for a short time when striking at enemies. As a bonus action, you may prepare and imbibe an alchemical potion which grants you advantage on all attack rolls you make for the rest of your turn. If you do not imbibe the elixir immediately upon creating it, it becomes inert at the end of your next turn. You may use this esotery once. At 13th level, you may use this esotery twice. You regain all spent uses of this esotery after a short or long rest.

ENHANCED MEMORY

Prerequisite: 13 Intelligence

Through mental exercises and alchemical experimentation on yourself, you enhance your memory. Whenever you make an Intelligence check to recall information you have been exposed to before, you have advantage on the roll. Additionally, you become immune to effects which alter your memories, such as the *modify memory* spell.

EXTENDED MUTATION

Prerequisite: Mutant Alchemy Discipline

You may double the duration of your mutations.

FLASHBANG

Prerequisite: 5th level

You discover a method to convert your bombs from a deadly explosive implement to a non-lethal device intended to disorient foes. Rather than exploding destructively, the bomb instead produces a deafening boom accompanied by a blinding flash of light. When you spend an action to use your *alchemical bomb* cantrip formula, you may choose to have the bomb deal no damage. Instead, if the direct target fails its Dexterity saving throw and the bomb detonates, that creature must immediately make a Constitution saving throw. If it succeeds, the creature is deafened until the end of your next turn. On a failure, the creature is stunned, blinded, and deafened until the end of your next turn.

Additionally, any creature in the area of effect other than the direct target must make a Dexterity saving throw. If it fails, the creature is deafened and blinded until the end of your next turn. You may not use this esotery with any esotery or feature which changes the damage type or amount of damage dealt by your *alchemical bomb* cantrip formula.

FRAGMENTATION BOMB

Prerequisite: 7th level, Bomber Alchemy Discipline

You devise a way to add specially made fragments of shrapnel to your *alchemical bombs*. When you use your *alchemical bomb* cantrip formula, you may choose to change its damage type to piercing (this damage counts as magical for the purposes of overcoming damage resistance). If you do so, the bomb behaves normally against the direct target.

Additionally, all creatures in the area of effect other than the direct target must make a Dexterity saving throw. On a failure, that creature suffers the same amount of damage inflicted to the direct target. On a success, the damage is halved. The added weight of the shrapnel interferes with the precise throwing of the bomb, so its range is reduced by 20 feet when you use this esotery. You may not use this esotery with any other esotery or feature which changes the damage type of your *alchemical bomb* cantrip formula.

GALVANIC BOMB

You learn to make your bombs discharge a localized storm of powerful electric arcs rather than exploding with force. When you use your *alchemical bomb* cantrip formula, the bomb inflicts damage normally, but you may choose to change its damage type to lightning. If you do, and if the direct target fails its Dexterity saving throw, that creature cannot take reactions until the start of its next turn. You may not use this esotery with any other esotery or feature which changes the damage type of your *alchemical bomb* cantrip formula.

HIGH YIELD REACTION

Prerequisite: 2nd level

When you use the *alchemical bomb* cantrip formula, you may add your Intelligence modifier to the damage roll. This does not apply to secondary effects that inflict damage after a bomb's first damage roll, such as the extra damage from the Corrosive Bomb or Scorching Bomb esoterics.

HYPOSOMNIA

Through the course of your experimentation, you have used alchemy to alter your neurological system. You do not require as much sleep (or meditation, in the case of elves and similar creatures) to be rested. You require only half the regular amount of sleep for your race to feel well rested. At 5th level, you only require one quarter of the regular amount of sleep, and at 9th level, you do not require sleep at all. You still require the normal amount of downtime and physical rest in order to benefit from a long rest.

Additionally, at 10th level, you are immune to sleep effects. Once you are immune to sleep effects, you may still sleep if you choose to, but it requires the ingestion of a special alchemical mixture for your nervous system to temporarily allow it.

HYPOTHERMIC BOMB

You are able to make your bombs detonate with a massive endothermic reaction rather than an explosion. When you use your *alchemical bomb* cantrip formula, the bomb inflicts damage normally, but you may choose to change its damage type to cold. If you do, and if the direct target fails its Dexterity saving throw, that creature's movement is halved until the start of your next turn. You may not use this esotery with any other esotery or feature which changes the damage type of your *alchemical bomb* cantrip formula.

INCANDESCENT BOMB

Prerequisite: 5th level

When you use your *alchemical bomb* cantrip formula, you may choose a space within range as the target, then expend a spell slot of 3rd level or higher and have the bomb deal no damage when it detonates. Instead, a sphere of magical light per the *daylight* spell appears at the point of impact. This effect lasts up to one hour. You may not use this esotery with any esotery or feature which changes the area of effect, damage type, or amount of damage dealt by your *alchemical bomb* cantrip formula.

MADNESS BOMB

Prerequisite: 5th level

You discover a unique mixture of chemicals and mystical power that causes ambient psychic energy to boil and storm. When you use your *alchemical bomb* cantrip formula, the bomb inflicts damage normally, but you may choose to change its damage type to psychic. If you do, and if the direct target fails its Dexterity saving throw, that creature has disadvantage to all ability checks it makes until the end of your next turn.

Additionally, creatures other than the direct target in the area of effect make an Intelligence save (rather than a Dexterity save) to avoid the splash damage. You may not use this esotery with any other esotery or feature which changes the damage type of your *alchemical bomb* cantrip formula.

PERCUSSIVE BOMB

You discover the means to make your bombs explode with a shockwave of cacophonous sound that literally ripples through the air out from the point of impact. When you use your *alchemical bomb* cantrip formula, the bomb inflicts damage normally, but you may choose to change its damage type to thunder. If you do, and if the direct target fails its Dexterity saving throw, that creature must immediately make a Strength saving throw. On a failure, the creature is pushed 10 feet in a direction of your choice and knocked prone. On a success, the creature is pushed 5 feet in a direction of its choice, but it is not knocked prone.

Additionally, any objects in the area of effect that aren't being worn or carried and weigh less than 50 pounds are pushed 10 feet away from the point of impact. The explosion is easily heard up to 300 feet away. You may not use this esotery with any other esotery or feature which changes the damage type of your *alchemical bomb* cantrip formula.

PERSISTENT BOMB

Prerequisite: 5th level, Bomber Alchemy Discipline

You learn how to slow down the arcano-chemical catalytic reaction which causes your bombs to become inert quickly after creating them. When you spend an action to activate a bomb using the *alchemical bomb* cantrip formula, you may choose not to throw the bomb and keep it active and undetonated for a number of rounds equal to your Intelligence modifier.

You must maintain concentration on this effect while using it. If you fail a concentration check, the bomb is immediately rendered inert. If the bomb does not detonate before the end of this duration, it becomes inert. Prior to the duration's end, you may use an action to throw the bomb so that it detonates on impact as usual, or you may detonate it remotely with a bonus action as long as you are within 100 feet of it. If the bomb's container is broken or otherwise tampered with, the bomb detonates immediately.

If used in conjunction with the Shaped Charge feature to place the bomb, the bomber must determine the shape and direction of the blast when placing the bomb. The bomb is the point of origin for the blast in this case.

PESTILENT VAPOR

Prerequisite: 9th level

When you spend an action to use your *alchemical bomb* cantrip formula, you may choose a space within range as the target, then expend a spell slot of 5th level or higher to have the bomb deal no damage. Instead, a *cloudkill* spell takes effect centered on the point of impact and extends 10 feet in all directions. You do not need to maintain concentration on this effect, but the duration is only 30 seconds. You may not move the cloud.

For every level of spell slot beyond 5th you use to activate this effect, add an additional 1d8 to the damage. You may not use this esotery with any esotery or feature which changes the area of effect, damage type, or amount of damage dealt by your *alchemical bomb* cantrip formula.

POLYGLOT ELIXIR

Prerequisite: 13 Intelligence

By experimenting with alchemical compounds to unlock certain portions of your mind, you have developed the ability to learn languages rapidly and easily. You may learn 3 languages of your choice (at the DM's discretion).

Additionally, if you are exposed to a new language for at least 8 cumulative hours over the course of 1 week through conversation, reading, or similar, you may learn that language permanently if you succeed on a DC 13 Intelligence check. If you fail, you may try again at the end of another 8 hour exposure to the language, reducing the DC by 1 for each previous attempt at learning the same language.

PRACTICAL MEASURES

Not so much an alchemical discovery, but rather extra training and sensible precautions to better survive hazardous field conditions as you go about your studies. You gain proficiency in medium armor, shields, and two martial weapons of your choice.

REGENERATIVE TOUCH

Prerequisite: Apothecary Alchemy Discipline

Your experiments with healing through alchemy have granted you the ability to store a pool of healing power within yourself as though you were an alchemical battery for that benign energy. With that pool, you can restore a total number of hit points equal to your alchemist level x 5.

As an action, you can touch a creature and draw power from that pool to restore a number of hit points to that creature, up to the maximum amount remaining in your pool. Your healing pool recharges back to full when you complete a long rest. This esotery has no effect on constructs or undead.

ROOTBANE

You discover the means to make a potent magical substance which is highly toxic to plants. As an action, you may empower a flask of simple vinegar with a spell slot of 1st level or higher to make one dose of Rootbane. You may set it aside or even give it to other creatures without it losing potency. Once created, this concoction remains potent until your next short or long rest, after which it becomes unusable.

When applied to a non-magical plant that isn't a creature, this mixture causes it to wither and die instantly. A full flask can kill an average-sized tree if poured onto its roots. If this liquid touches a plant creature or magical plant, the target must make a Constitution saving throw against your spell save DC. If it fails, it suffers 3d6 poison damage per level of spell slot used to empower the mixture. On a successful save, the damage is halved. This damage ignores poison resistance, but not immunity.

If you also have the Toxic Explosives feature, you may choose to infuse a bomb with this herbicide. In this case, you consume one existing dose of Rootbane while using your action to prepare and use the bomb as usual. The bomb inflicts no damage of its own when it detonates, but all creatures and objects within its area of effect are covered in the herbicide and are affected by it as described above.

SCORCHING BOMB

You can make your bombs detonate with an exothermic reaction, igniting the air. When you use your *alchemical bomb* cantrip formula, the bomb inflicts damage normally, but you may choose to change its damage type to fire. If you do, and if the direct target fails its Dexterity saving throw, the target ignites in flames and suffers 1d8 fire damage at the beginning of its next turn.

Additionally, flammable objects in the area of effect that aren't being worn or carried also catch fire. Due to its alchemical nature, this fire cannot be smothered and burns out on its own after one round, though flammable objects will continue to burn beyond that and can then be extinguished as normal. You may not use this esotery with any other esotery or feature which changes the damage type of your *alchemical bomb* cantrip formula.

SHROUD BOMB

Prerequisite: 5th level

When you use your *alchemical bomb* cantrip formula, you may choose a space within range as the target, then expend a spell slot of 2nd level or higher and have the bomb deal no damage when it detonates. Instead, a sphere of magical darkness per the *darkness* spell covers a 15 foot radius around the point of impact.

This effect lasts for 10 minutes as long as you maintain concentration on it. You may not use this esotery with any esotery or feature which changes the area of effect, damage type, or amount of damage dealt by your *alchemical bomb* cantrip formula.

SMOKE BOMB

When you use your *alchemical bomb* cantrip formula, you may choose a space within range as the target and have the bomb deal no damage when it detonates. Instead, a cloud of thick smoke billows out from the point of impact for 10 feet in all directions, spreading around corners. The area is considered heavily obscured.

It lasts for 1 minute or until a wind of at least 10 miles per hour disperses it. You may not use this esotery with any esotery or feature which changes the area of effect, damage type, or amount of damage dealt by your *alchemical bomb* cantrip formula.

SPELLBREAKER OIL

Prerequisite: 5th level

You can impart a mixture of oil with power to interfere with the function of other magic. As a bonus action, you may hold a flask of oil, add common reagents from your alchemist's supplies, and expend a spell slot of 3rd level or higher to create a dose of Spellbreaker Oil.

You may set the oil aside or give it to other creatures without it losing potency. Once created, this concoction remains potent until your next short or long rest, after which it becomes unusable.

Spellbreaker Oil, when applied to a creature or object (you may also throw the flask to shatter and spill its contents on the target), emulates the effect of a *dispel magic* spell on the target. All spells currently affecting the target that have a level equal to or less than the spell slot level you used to enchant the oil are dispelled on contact. Any spell of higher level than the spell slot you used to create the oil requires the normal ability check called for by the *dispel magic* spell.

An *alchemical bomb* cannot be loaded with Spellbreaker Oil (it would dispel the bomb's magical components).

STEADY HANDS

Prerequisite: Poisoner Alchemy Discipline

Because of your practice with handling poisoned implements, you may use a bonus action instead of an action to apply a dose of poison to a weapon you are wielding or three pieces of ammunition you are holding.

TARGET PRACTICE

Practice throwing bombs allows you to increase the range of your *alchemical bomb* cantrip formula by 20 feet.

TERROR DISTILLATE

Prerequisite: 7th level, Poisoner Alchemy Discipline

You have discovered a compound which induces psychotic fear in living creatures on a biological level. If you have access to alchemist's supplies, at the end of a long rest you can create one dose of Terror Distillate (you must choose contact, ingested, injury, or inhaled when you create it). It remains potent until the end of your next long rest. At 11th level, you may create two doses instead of one.

When a creature is exposed to this poison, it must make a Constitution save against your spell save DC. If it fails, the creature is frightened of itself. The effect lasts for one minute. While frightened, its speed is reduced to 0 and it cannot benefit from any bonus to speed.

This effect is an irrational, physiological fear response within the victim, so there is no way to escape the source of the fear or to overcome it with willpower. The creature may make a new Constitution save at the end of each of its turns, ending the effects on a success. Creatures have disadvantage to save against this poison, though it does not affect creatures immune to poison or fear.

If you also have the Toxic Explosives feature, you may choose to infuse a bomb with this toxin. In this case, you consume one dose of this toxin while using your action to prepare and use the bomb as usual. The bomb inflicts no damage when it detonates, but all creatures within its area of effect are covered in and surrounded by the poison. They must each succeed on the Constitution save against the Terror Distillate or suffer its effects.

VARIED MUTATION

Prerequisite: Mutant Alchemy Discipline

You learn one additional possible mutation effect. You may select this esotery more than once, each time gaining an additional possible mutation effect.

WAKE THE SLEEPER

Prerequisite: Mutant Alchemy Discipline

While in your mutation form, if you would be affected by a sleep, fear, confusion, or charm effect, you may use your reaction to ignore the effect (you may attempt any applicable saving throws before choosing to use this esotery). Upon doing so, however, your mutation immediately ends (no action required).

Alternatively, if you are in your normal form, whenever you would be affected by a sleep, fear, confusion, or charm effect, you may use your reaction to ignore the effect (you may attempt any applicable saving throws before choosing to use this esotery). Upon doing so, you immediately shift into your mutation form (no action required) and must select mutations immediately as though you had mutated voluntarily.

You may use this esotery once, but you may do so again once you finish a long rest.

ALCHEMICAL BREAKTHROUGHS

ARCANE DESENSITIZATION

Your mind, body, and spirit have become so steeped in arcane power and alchemical concoctions, you have become selectively desensitized to the effects of magic. You gain resistance to damage from spells.

Additionally, you may spend your reaction to reroll a failed saving throw against magic and take the second result. Once you use this reroll, you may not do so again until you finish a long rest.

ESCHEW MORTALITY

Your research has led you to uncover the very secrets of mortality, and perhaps more importantly, the means to circumvent the mortal condition.

Upon discovering this breakthrough, you complete a life's worth of experiments and treatments which cause you to cease aging naturally, and you can no longer be aged by magical means. If you are of advanced age when you discover this breakthrough, you may reduce your body's age back to its physical prime if you wish, but in any case, you do not suffer the adverse effects of old age.

Additionally, you no longer need to eat, drink, and breathe, though you may still do so when you choose.

FONT OF POWER

The arcane fuel that powers your alchemical formulae comes easily to your summons. You may spend 1 minute concentrating to regain all your expended spell slots from your Alchemical Formulae feature. Once you regain spell slots with this feature, you may not do so again until you finish a long rest.

TRANSCEND INJURY

You have experimented on your own body so rigorously that you have finally perfected methods by which your body can shrug off mundane injuries, effectively repairing damage as quickly as it is inflicted in some cases. You gain immunity to non-magical slashing, bludgeoning, and piercing damage.

Additionally, you may use your reaction to give yourself resistance to magical slashing, bludgeoning, and piercing damage until the end of your next turn. Once you invoke this resistance, you may not do so again until you finish a long rest.



APPENDICES

ALCHEMICAL BOMB

Evocation cantrip formula

Casting Time: 1 action

Range: 60 feet

Components: M, S (preparing the reagents and throwing the bomb)

Duration: Instantaneous

Using your knowledge of alchemy and a fragment of your magical reserves, you combine a specially prepared and empowered catalyst with a pre-mixed alchemical compound, creating a short-lived extremely volatile, alchemical bomb. Once mixed, the bomb remains potent until the beginning of your next turn, after which it becomes inert. You may prepare and throw the bomb as a single action, and you may target a creature or a space within range.

If targeting a creature, it must make a Dexterity saving throw against your spellcasting DC. If successful, the bomb misses and deals no damage. If the target fails the saving throw, the bomb scores a direct hit and explodes, inflicting 1d10 force damage to the target. Additionally, if the bomb hits its mark, all other creatures within 5 feet of the target must also make a Dexterity saving throw against your spellcasting DC to avoid splash damage. Each creature that fails that saving throw suffers half the same damage that was dealt to the direct target. Each creature that successfully saves does not take this damage.

If you target a space rather than a creature, the bomb explodes in the chosen space. Each creature in the area of effect, including the targeted space, must make the same save against splash damage described above. None of the creatures are considered a direct hit, and all suffer half of the direct hit damage value if they fail the save. On a success, a creature is dealt no damage.

The bomb's base damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). You may also choose to amplify the power of the bomb by expending a spell slot. When rolling damage, you may expend a single spell slot and add 1d8 to the bomb's damage for each level of the spell slot used.

Optional Rule: If a bomb misses its intended target (the creature succeeds on its Dexterity save), you must roll 1d8 after assigning each number on the die a direction clockwise around the intended target. The bomb impacts a space 10 feet away from the intended target in the assigned direction and detonates. Treat the result as though you intended to target that space. All creatures in the area of effect should make saving throws accordingly, potentially including the originally intended target (make a second saving throw for the target to avoid the splash damage in this case).

MULTICLASSING

If your character begins as a non-alchemist class, when you gain your first level in alchemist, you gain only the following starting proficiencies from the alchemist class.

- Light armor, blowgun, thrown improvised weapons, alchemist's supplies

You must have an Intelligence score of at least 13 to take alchemist levels.

If you have the Alchemical Formulae class feature as well as the Spellcasting feature, you gain/recover the spell slots granted by your Alchemist class levels separately from the slots granted by any other Spellcasting classes (just as you would when you have spell slots from both the Pact Magic and Spellcasting features).

If you have the Alchemical Formulae class feature as well as the Pact Magic feature, refer to the Alchemist Multiclass table to determine the number of specific spell slots you have from those classes, as well as the level of those slots.

You determine what spells/formulae you know and can prepare for each class individually, as if you were a single-classed member of that class. This also applies when determining what level of spells/formulae you may scribe into your spell/formulae books. For example, a level 18 wizard / level 2 alchemist may use a level 9 spell slot to empower a formula, but the max formula level they could know would be level 1.

You may use spell slots granted by Alchemical Formulae to cast Pact Magic and/or Spellcasting spells, and you may use Pact Magic and/or Spellcasting spell slots to empower Alchemical Formulae. Your spellcasting ability for each spell/formula is still dictated by which class you used to learn the spell.

ALCHEMIST MULTICLASS

Alchemist + Pact Magic		
Class Level	Spell Slots	Slot Level
1	1	1
2	2	1
3	2	2
4	2	2
5	2	3
6	2	3
7	2	4
8	2	4
9	2	5
10	2	5
11	3	5
12	3	5
13	3	5
14	3	5
15	3	5
16	3	5
17	4	5
18	4	5
19	4	5
20	4	5



ALCHEMIST FORMULAE

CANTRIPS

Alchemical Bomb

1ST LEVEL

Armor of Agathys
Bless
Comprehend Languages
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Disguise Self
Divine Favor
Ensnaring Strike
Expeditious Retreat
False Life
Hail of Thorns
Heroism
Jump
Longstrider
Mage Armor
Protection from Evil and Good
Sanctuary
Searing Smite
Shield of Faith
Speak with Animals
Thunderous Smite
Wrathful Smite
Zephyr Strike

2ND LEVEL

Aid
Alter Self
Arcanist's Magic Aura
Barkskin
Blur
Branding Smite
Calm Emotions
Darkvision
Detect Thoughts
Dispel Magic
Dragon's Breath
Enhance Ability
Enlarge/Reduce
Invisibility
Lesser Restoration
Levitate
Mirror Image
Pass without Trace
Protection from Poison
See Invisibility
Spider Climb
Warding Wind

3RD LEVEL

Ashardalon's Stride
Blinding Smite
Blink
Catnap
Feign Death
Fly
Gaseous Form
Haste
Intellect Fortress
Meld into Stone
Nondetection
Protection from Energy
Spirit Shroud
Tongues
Water Breathing
Water Walk

4TH LEVEL

Death Ward
Fire Shield
Freedom of Movement
Greater Invisibility
Otiluke's Resilient Sphere
Polymorph
Shadow of Moil
Staggering Smite
Stoneskin

5TH LEVEL

Antilife Shell
Dream
Far Step
Greater Restoration
Legend Lore
Mislead
Seeming
Skill Empowerment

6TH LEVEL

Create Homunculus*
Eyebite
Heal
Heroes Feast
Investiture of Flame
Investiture of Ice
Investiture of Stone
Investiture of Wind
Magic Jar
Primordial Ward
Tasha's Otherworldly Guise
Tenser's Transformation
True Seeing
Wind Walk

7TH LEVEL

Crown of Stars
Draconic Transformation
Dream of the Blue Veil
Etherealness
Regenerate
Sequester
Simulacrum*
Teleport

8TH LEVEL

Clone*
Glibness
Mind Blank
Telepathy

9TH LEVEL

Astral Projection
Foresight
Invulnerability
Shapechange
True Polymorph

Formulae marked with * indicate formulae which do not follow the typical alchemist preparation/formula use rules. For these formulae, you must prepare the mixture during a long rest as usual but when you want to activate the formula, you must follow the process indicated in the formula description; the mixture prepared during the long rest serves as one of the components to activate the formula's effect.

